```
ec::Transform3D
  # m_up
  # m_position
# m_forwardVector
  # m_scale
  + Transform3D()
  + ~Transform3D()
  + updateLocalMat()
  + getLocalPosition()
  + getUpVector()
  + getForwardVector()
  + getLocalMat()
  + setLocalMat()
  + getTranslation()
  + getTranslationX()
  and 39 more...
        ec::Node
# m_parent
# m_children
# m_drawables
+ Node()
+ ~Node()
+ render()
+ updateGlobalMatrices()
+ getGlobalMat()
+ getGlobalPosition()
+ getParent()
+ setParent()
+ addChild()
+ removeChild()
and 7 more...
         ec::Light
     # m_color
     # m_intensity
     # m_type
     + ~Light()
     + setColor()
     + setColor()
     + getColor()
     + setIntensity()
     + getIntensity()
     # Light()
   ec::DirectionalLight
   + DirectionalLight()
   + ~DirectionalLight()
```

+ getDirection()